NUS-NBME-USA-1

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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Thank you for selecting the Bomberman 64™* Game Pak for your Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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THE NINTENDO 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

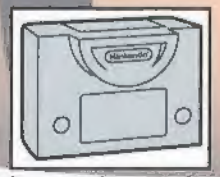
When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

USING THE NINTENDO 64 CONTROLLER PAK™ (SOLD SEPERATELY)

Before you use it, make sure to read the instructions that accompanied your N64 Control Deck. You must use an N64 Controller Pak to create and use a custom bomber in the Battle mode. You must save the data for your custom bomber in the N64 Controller Pak before using it in the Battle mode. Read page 26 for information on using a custom bomber. The data saved for Bomberman 64 will require 1 Page of the N64 Controller Pak's memory. DO NOT remove or insert an N64 Controller Pak when the Control Deck power is ON, or saved data may be erased.



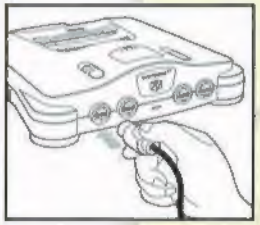
HOLDING THE NINTENDO 64 CONTROLLER

While playing Bomberman 64, we recommend you use the hand positions shown at left.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

CONNECTING THE NINTENDO 64 CONTROLLER

Up to four players can play this game. You cannot start the game if the first controller socket is empty. Turn the Control Deck power OFF and connect each player's controller to the appropriate controller socket on the front panel of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. To change the connection during the game, turn the Control Deck power OFF, make the controller connection changes, then turn the Control Deck power ON to resume play.



You must use two, three or four controllers to play 2-, 3- or 4-Player game modes.

CONTROLLING BOMBERMAN

START
Press during game play to pause the game. Press again to continue the game.

CONTROL STICK
Moves Bomberman. Move the Control Stick a little to walk, a lot to run. The Control Stick is also used when throwing objects (you may assign this function to the B Button in Options.) The more the Control Stick is moved (or the longer the B Button is pressed), the farther you'll throw an object. Run into a set bomb to kick it. When Bomberman is paralyzed, rotate the Control Stick many times to recover faster.

Z BUTTON
Detonate a Remote Bomb by pressing the Z Button.

R BUTTON
Press the R Button to stop a bomb after you've kicked it.

C BUTTONS
Use the C◄ and C► Buttons to rotate camera directions. Use the C▲ and C▼ Buttons to zoom in and out. See Pages 8 and 9 or more details.

A BUTTON
Use the A Button to set a bomb. To kick a bomb, stand still and press the A Button to set it down, press the A Button again to kick. Press the A Button repeatedly after picking up a bomb to create a Pumped Bomb. These bombs have more destruction power than normal bombs.

B BUTTON
Press the B Button once to pick up a set bomb or a paralyzed enemy. Press the B Button again to throw the object in the direction Bomberman is facing. Press the A Button, while holding the B Button, to pick up a bomb. This is called a Bomb Lift. Press the B Button to talk to people and read signs. Press the B Button to catch objects being thrown at Bomberman.

ADVENTURE

MAKE A FILE

Bomberman 64 can automatically save your progress by using back-up memory located in the Game Pak. When the Adventure mode is selected, the File screen appears. Select the file you want to use. The first time you select a file, you can choose the difficulty level, Normal and Hard. When you select an old file, you will continue from where it was last saved.

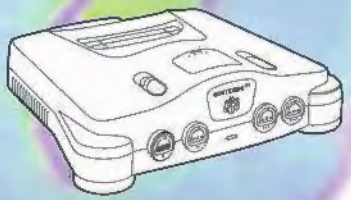
CONTINUING AND CREDITS

If you get the Game Over notice before finishing a stage, you can still continue the game. You'll start with 3 Continues when playing the Normal level and 3 when playing the Hard level. Collect 50 gems to increase the number of Continues by one. A gem appears after you defeat an enemy with your bomb. One Red Gem is worth 5 Blue Gems.

CHALLENGE 5 DIFFERENT WORLDS!

In the Adventure mode, you take Bomberman through the stages, defeating enemies with bombs and collecting various items. There are many puzzles and hidden traps that are tough to solve. Also, there are many different types of items that appear throughout the worlds. Some of them can be used by a custom bomber (See Page 26). You'll have to use various techniques to clear the stages!

INITIALIZING THE GAME PAK



After the back-up system is initialized, all saved data will be erased. Turn the Control Deck power ON while pressing START on the controller that is connected to Socket 1 on the front panel of the Control Deck. This will initialize the internal back-up system of the Game Pak. When you are initializing the Game Pak, make sure there is NO Controller Pak in the controller.

DELETING A RECORD

You can do this when the Game Data in an N64 Controller Pak is full and no more new Records can be made. Insert an N64 Controller Pak into Controller 1, and turn the Control Deck power ON while pressing START. Next, the screen displays a menu for deleting Records. Select the unwanted Record and delete it. Once you've deleted a Record, it is permanently gone.

LET'S START THE GAME!

After selecting a file, the World Select screen appears. Select the world you want to play. A world consists of 4 stages. You can only access 4 worlds at the beginning of an adventure. After you finish the first 4 worlds, you'll gain access to the last world.

MOVING THE CAMERA

You can move the camera to different locations to get a better view of the game play. Press the C✦ and C✦ Buttons to rotate the camera. Press the C✦ and C✦ Buttons to zoom in and out. You cannot move the camera when you are fighting a boss or when you are playing in the Battle mode.

MOVE THE CAMERA

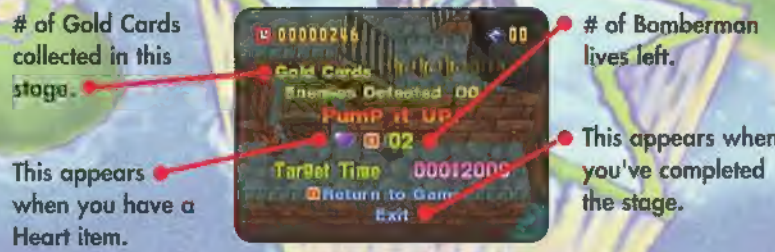
HINTS FOR MOVING THE CAMERA

- Don't change the camera while Bomberman is moving.
- Move the camera where you want, then move Bomberman.
- If you're lost, move the camera in all directions to find the way.
- When the game is paused, you can move the camera. This way, there's no need to panic.

Beginner players should use these hints to avoid mistakes!

THE GAME SCREEN

THE PAUSE SCREEN



THE STORY

The Omni Cube absorbs various kinds of energy that exists in the universe. It provides this energy to its owner. When a man called Altair got the Omni Cube in his hands, his insane ambition began...

Planet Bomber was a peaceful planet that had never experienced danger. Suddenly, Altair's huge ship arrived and initiated its attack. Bomberman was stunned as there was nothing he could do to stop the huge ship. Then, Sirius, a mysterious helper appeared in front of him...

Listening to Sirius's advise, Bomberman began his journey to destroy the bases of Altair's allies. What is waiting for Bomberman? Who is Sirius, the mysterious helper? Unless Bomberman destroys the enemies, there will be no peace on Planet Bomber. This is the beginning of Bomberman's battle.

ENEMIES

Sirius

A mysterious warrior who tests Bomberman's skill. The Bomb Kick and Bomb Throw are his standard attacks. Is he Bomberman's friend or foe?

Altair

The insane owner of the Omni Cube who attacked Planet Bomber. He throws powerful attacks with a ship called, Vega.

Vega

Troopers (Red, Blue, Green)

Altair's combat soldiers who appear throughout the game.

THE MASKED TRIO

Artemis

She is tough to beat as she throws three fire balls simultaneously. Get close to her and fight!

Orion

He usually attacks with a Bomb Kick. He's a harsh individual who paralyzes Bomberman with his shock barrier and runs away from the arena.

Regulus

He uses a Bomb Kick and charges at you. If you're hit, there's no chance to survive.

GREEN GARDEN

This is a world of ruin. Stage 1 is the exterior of the ruin. Stage 3 is the interior. Use bombs to jump and move. There are many puzzles in this world.

ENEMIES IN GREEN GARDEN

Totem

A carved-stone totem pole. He jumps around in the area.

Eggy

An egg-shaped creature who attacks with his body when he finds you.

Mash

A rock-like creature. Try using the Pumped Bomb to destroy him.

Flare Bird

This bird is hot like burning fire. He runs into you to explode your bombs.

ADVICE

There are gutters that seem to prevent you from accessing some areas. Throw a bomb into a gutter and step on it to cross to the other side. Master this Bomb Jump technique.

BOSS IN GREEN GARDEN

Draco

He's flying in the air so you can't bomb him easily. He shoots fire from his mouth to burn Bomberman.

Hint for Beating Draco

It's difficult to hit him as he moves around in the air. It's easier to attack Draco when he's shooting fire at you or going under the bridge. Memorize his movements.

BLUE RESORT

There's water running throughout this town. Stage 1 is the Eastside of town and Stage 3 is Westside. Look for water gate switches and let the water out. Explore the town.

ENEMIES IN BLUE RESORT

Butterfly

This butterfly lives in Blue Resort. It flutters about the area.

Blue Fish

This fish walks with his two legs when there is no water. When you get close, he gets angry and chases you.

Guard

He used to live in Blue Resort. To stay alive, this soldier had to side with Altair.

Jelly Fish

This mysterious creature lives in the water. Do bombs only paralyze him?

ADVICE

Use the hidden water gate switches to adjust the water level. Use Pumped Bombs to make some of the bridges fall. Stack Remote Bombs to have your bomb explosions reach higher ground.

BOSS IN BLUE RESORT

Leviathan

He thinks about food more than anything. He's good at splashing water and using his Tsunami attack! One hit from his angler fish-like antenna will crush Bomberman!

Hint For Beating Leviathan
It's easy to hit him when his head is above the water. Watch out! If you fall off the raft, you're history.

RED MOUNTAIN

This is a volcanic world! Stage 1 is the exterior of the volcano and Stage 3 is the interior. There's a lot of action in this world. You need to avoid traps while traversing narrow mountain roads and rails.

ENEMIES IN RED MOUNTAIN

Pick

He's a drop-out soldier. He digs through rocks with a pick.

Fire Spike

He looks like a regular rock spike, but he fires at anything close.

Stalker Bat

He flies around high above Bomberman.

Spin Spike

He's usually stuck on the ceiling, but he attacks whoever invades his territory.

ADVICE

This world has easier traps than other worlds, but one mistake could cost your life. This world requires quick thinking and precision control. Don't give up, you're halfway there!

BOSS IN RED MOUNTAIN

Hades

This used to be a machine for mining. Orion remodeled it to be a fighting machine. He hits you with a huge punch and a spinning attack. He's a strong enemy equipped with a beam weapon.

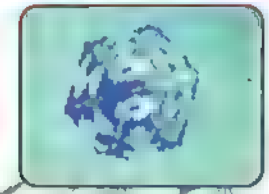
Hint For Beating Hades
Attack him while he's moving or spinning.
Good luck escaping from his punch and beam combo.
Watch his movements carefully.

WHITE GLACIER

This is a world of snow and ice. Stage 1 is a snow level and Stage 3 is an ice level. There are junctions which lead you to two different routes and slopes on which you can slide down but you cannot go up.

ENEMIES IN WHITE GLACIER

Snow Flake



This is a snow crystal whose eye balls are spooky.

Snow Rabbit

This is a soft, cute creature who appears at the first part of the world.

Snow Man

This is a snow man who sometimes throws snow balls to play around.

Penguin

This one skates on ice and romps around Bomberman if he gets close.

ADVICE

White Glacier traps are made of snow and ice. You might slip on the ice so be careful when you control Bomberman. Bombs may create avalanches in some places!

BOSS IN WHITE GLACIER

Mantis

He uses his sickles to throw you away and he'll suddenly jump on you. He spits out baby spider-like creatures while walking on the wall. What a tough enemy!

Hint For Beating Mantis
The safest place is underneath him.
Try to destroy the small spider-like creatures with your bombs.
Attack his body from below or behind!

BLACK FORTRESS

This is a world of machines. Stage 1 is a highway to the main base and Stage 3 is inside the base. You will face Cerberus in Stage 2 and Altair in Stage 4.

Missile Trooper

He's an elite soldier. He attacks invaders with a missile launcher.

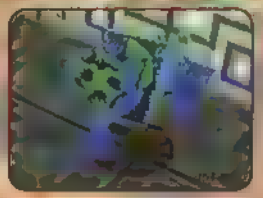
UFO

A security device to prevent invaders from coming in. It's equipped with a laser beam.

Dive Mech

He moves through the air. When he finds an invader, he attacks with his sharp wings.

Cannon Mech



A moving cannon for shooting invaders. You cannot paralyze Cannon Mechs!

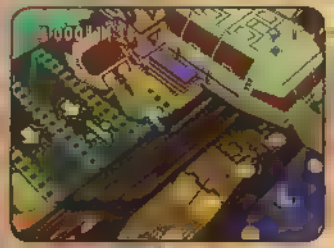
ADVICE

In Stage 1, there's a highway where cars are running. In Stage 3, look for switches to deactivate all the traps. This is a very difficult world as Altair is very close. Good luck!!

Cerberus

This is a machine that guards Altair's base. His body is made of weapons; homing missiles, lasers and machine guns. He moves quickly and attacks repeatedly.

Hint For Beating Cerberus
Attack repeatedly by kicking Remote Bombs!
A Heart item is helpful!



BATTLE

WHICH GAME WILL YOU PLAY?

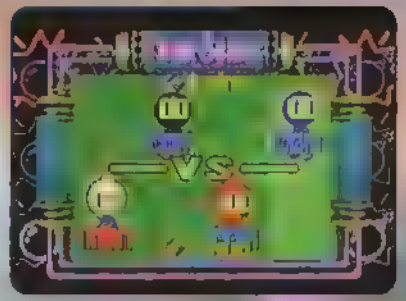
Battle is the famous Bomberman game mode. You can play against your friends or the CPU. Up to four players may participate. If you decide to play in the Battle mode, the Battle Select screen appears. Select Single Battle or Team Battle. When you choose either one, the screen will change to the Player Select screen.

HOW TO PLAY SINGLE BATTLE

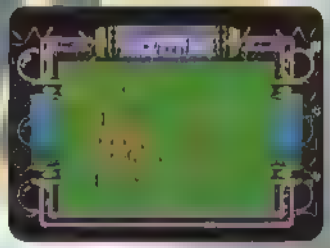
When Single Battle is selected, the Player Select screen appears. Select the # of players, and MAN or COM. If MAN is selected, a Custom Bomber saved in the N64 Controller Pak can be used. If a controller is not connected, there will be either COM or OFF. If COM is selected, choose the level under the bombers. 1 is 'Weak" and 3 is "Strong".

After selecting a player, move to the Stage Select screen. Select the stage where you want to play. The objective for Single Battle is simple, the person who destroys all enemies wins.

HOW TO PLAY TEAM BATTLE



In Team Battle, if you select players like you do in Single Battle, the Team Select screen appears. Divide Bomberman's team here. In Team Battle, the team who first destroys all the gems of the enemy team, wins. Players can rejoin the game until a winner is decided.



OPTION

You can select the # of battles, time for a battle, ON or OFF for Sudden Death and Ghost. Sudden Death is a rule for Single Battle. If it's ON, it starts 1 minute before the time limit. Ghost is a rule that allows a Bomberman to recover in a transparent form after death.

GHOST AS MOVING

A Ghost can do the same thing as a normal Bomberman, except he/she cannot use bombs. A Ghost can control a normal Bomberman. A normal Bomberman can shake a Ghost off by rotating the Control Stick quickly. When the remaining time is less than 1 minute, Ghosts disappear.

BATTLE STAGES

HOW TO LOOK AT THE BATTLE SCREEN

Single Battle

Time # of Wins

Team Battle

Time # of Wins

THE 6 STAGES

New stages may appear depending on your progress in the Adventure mode.

Rock Garden

There is vast nature and ruin in this stage. It looks normal except for five poles.

Up & Down

This is a multi-layered stage. Use ladders to plan your moves and attacks!

Pyramid

This is a pyramid stage with many steps. Corner your enemy in a narrow area.

Top Rules

This is a two-story castle. You need to watch out for attacks from the top.

Greedy Trap

The center of the stage is a water tank. Try not to fall into the gutter!

Field of Grass

This is a field where the center area is covered with tall grass. It is tough to see an enemy's attack.

CUSTOM BOMBER/OPTION

CUSTOM BOMBER

You can dress up your Bomberman and give him a name. You change bomberman's look with special parts for Head, Body, Arms and Legs.

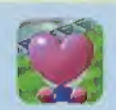
Parts are hidden in each world of the Adventure mode. You can only use the parts you've found in the Adventure mode. The Bomberman you make here can be used only in the Battle mode. Save the data in your N64 Controller Pak.

OPTIONS

You can change the sound to either Stereo or Mono. You can assign the throwing strength to either the Control Stick or B Button. "????" can be opened when a certain condition is met in the Adventure Mode.

ITEM

ITEM		EFFECT
Fire		Increase bomb power by one level. Regular Bomb can be up to level 3 and Pumped Bomb can be up to level 6.
Bomb		Bomberman can set one more bomb. You can set up to eight bombs.
Power		Fire power increases. You can break objects that a weaker bomb could not.

Remote		Bombs become Remote Bombs. Press the Z Button to detonate. You don't keep Remote Bombs if you die or advance to the next stage.
Heart		You can take an extra hit, but it works only once. You cannot stock up.
Gold Card		There are 5 Gold Cards per stage in the Adventure mode. Find them all and something good may be waiting for you...
Blue Gem Red Gem		50 Blue Gems are worth 1 Continue. 1 Red Gem is worth 5 Blue Gems.
Custom Parts		Parts for Custom Bomber. If you find Custom Parts hidden in the Adventure mode, you can use them to equip in the Custom Bomber mode. Red parts are for his head, blue for body, green for arms and yellow for legs.
Skull		Item for sick. You can throw it at your enemy. ● Big — Body turns big and moves slow. ● Tiny — Body turns small and moves fast. ● Disarmed — Cannot set a bomb. Cannot make Pumped Bomb. ● Reverse — Reverse analog. The more Control Stick is leaned, the slower Bomberman moves. ● Disguise — Looks like a bomb, but has the power of a Pumped Bomb. ● Instant — Bomb explodes faster than usual. ● Fire — A man with fire. If you cannot beat your enemy before the effect is gone, you will die.
Evil		By getting this, something will happen to everyone for a short period of time. It appears only once during a battle. ● Guliver — Everyone gets bigger and moves slow. ● Twister — A twister appears and touches you. ● Throw — Everyone starts throwing objects. ● Shuffle — Player positions changes at random. ● Maximum — All bombs explode at maximum power. ● Disco — Battle area flashes in rainbow colors. ● Plague — Intermittently, random players get dizzy.

IMPORTANT:

REV - B

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REV - J

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